

BABA YAGA'S HUT

Gargantua construct, unaligned

Armour Class 18 (natural armour)

Hit Points 263 (17d20+85)

Speed 60 ft.

Str	Dex	Con	Int	Wis	Cha
27 (+8)	6 (-2)	21 (+5)	4 (-3)	10 (+0)	5 (-3)

Saving Throws Constitution +10, Intelligence +2, Wisdom +6, Charisma +2

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 11

Languages understands all languages but can't speak

Challenge 13 (10,000 XP)

Antimagic Susceptibility. The hut is incapacitated while within the area of an antimagic field. If targeted by dispel magic, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Artifact. When the hut is reduced to 0 hit points it is not destroyed. Instead, the hut will fold in on itself, vanishing inside its own pocket demiplane while it rebuilds. After 2d10 days, the hut reemerges nearby Baba Yaga or at a random location on that plane.

Siege Monster. The hut deals double damage to objects and structures.

Actions

Multiattack. The hut makes three talon attacks with its chicken legs

Talon. Melee Weapon Attack: +13 to hit, reach 15 ft., one target. **Hit:** 30 (4d10 + 8) slashing damage.

Dance (Recharge 5-6). The hut steps between steps, teleporting to an unoccupied space of its choosing within 100 feet.
